CATEGORY: CARIBBEAN: COLONIAL

CONCEPTS: GEOGRAPHY, colonization, economics

ACTIVITY: A BUCCANEER BOARD GAME. Buccaneers or pirates were a dangerous reality to Spanish settlers in the New World. By attacking and looting both ships and towns, the pirates not only increased their own fortunes but also destabilized the Spanish Empire, for which they were paid by the English Crown. Sir Francis Drake, perhaps the most famous of these buccaneers, pillaged and burned many towns in all of Latin America. He was considered somewhat of a hero by the British (hence the title "sir"), but Drake has always been synonymous with cruelty and rapacity in the Hispanic world.

OBJECTIVES: Students will become more familiar with Caribbean geography by tracing a theoretical buccaneer route, and by taking "booty" will also become more familiar with the products of colonial America.

MATERIALS: the following game sheet, reproduced for each student dice cardboard for making "booty" and "danger" cards colored pencils paper and pencil for scoring

PROCEDURE: Divide the class into groups of three or four students. This is a simple game in which each student throws one die and advances the number of circles indicated on the die. Certain circles on the game are designated with a) booty (B) or b) danger (D). When a student lands directly on these circles s/he draws a corresponding booty or danger card, which have been prepared ahead of time and distributed in two separate piles to each group. Cards are not to be drawn if students pass through the designated circles. Each student keeps track of points scored or lost, returning cards to the bottom of the pile after each turn. The game should be timed (1/2 to 3/4 hour). If a student reaches homebase s/he may restart the voyage and pick up more points. When time is up the student in each group with the highest total score wins the game.

HELPFUL HINTS: Booty and danger cards should include the following:

Booty Cards

LEVEL: MIDDLE GRADES Source: Gibbs, Virginia G. Latin America: Curriculum Materials for the Middle Grades. Center for Latin America, University of Wisconsin-Milwaukee. 1985. 5 silver bars: 5 points
10 silver bars: 10 points
20 silver bars: 20 points
5 gold bars: 10 points
10 gold bars: 20 points
20 gold bars: 40 points
1 large box of pearls: 15 points
10 casks of
Spanish wine: 5 points

shipment of chickens: 5 points load of fresh fruit: 5 points 5 points 10 head of cattle: 20 head of cattle: 10 points shipment of hides: 15 points 20 bales of silk: 15 points shipment of sugar: 20 points 10 fine Spanish 5 points tapestries: shipment of vicuña wool: 15 points governor taken hostage: 40 points chest full of pieces of eight: 20 points 2 chests full of pieces of eight: 40 points emeralds from Brazil: 50 points collection of fine jewelry: 30 points 10 jars of ambergris: 10 points fine tin and pewter ware: 10 points pistols, swords, lances: 25 points shipment of nutmeg from Grenada: 15 points vanilla from Mexico: 15 points chocolate from Mexico: 20 points Spanish furniture: 15 points 10 horses: 10 points

Danger Cards

hurricane: -20 points mutiny: -10 points ship damaged on reefs: -10 points captain injured during raid: -15 points "sea monster" (octopus) frightens crew: - 5 points ship trapped in bay by Spanish ship: -25 points attacked by Spanish navy: -30 points storm brewing: - 5 points ship damaged during battle: -10 points no wind, slow travel: - 5 points fire aboard ship: -15 points illness attacks crew: -10 points

VOCABULARY: buccaneer, booty, vicuña, ambergris, pewter, nutmeg.

RESOURCES: John Masefield, <u>On the Spanish Main</u>, London: Methuen and Co., 1906.

